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Six impromptu miracles

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TRIP EL REMIX

This triple prediction effect is based on one of the oldest tricks in the book. It's so old, I have no idea where it comes from. My version of this time-honored classic also owes a lot to Daryl's "Untouched".

The way this self-working wonder is constructed also sets you up for a nice kicker ending, which I feel turns a very predictable trick into something a bit more magical.

Effect:

The magician removes three cards from the deck and places them face down on the table.

He shuffles the deck and deals a few cards into a pile on the table. He then asks the spectator to shuffle and deal more cards on top of the cards already dealt.

This done, the spectator deals the packet into two piles. She points to a pile and the top card is turned over. Let's say it's the King of Spades.

The magician instructs her to pick up the other pile and to spell King, dealing down one card for each letter.

Once she has done this, the spectator is now asked to pick up the packet just dealt and to eliminate all of the cards until one is left. This card is turned face up. Let's say it's the Nine of Hearts.

Two of the prediction cards are turned over, one is the King of Clubs and the other is the Nine of Diamonds. Two perfect matches.

The third card is turned face up. It's the Three of Clubs.

The magician turns over the bottom card of the little packet… it's the Five of Hearts.

With a click, he passes the packet through his fist, changing the Five into the Three of Spades!

See the effect here:
https://www.youtube.com/watch?v=mpRi6gYe4Zc

Performance:

Have the deck shuffled. Take it back and spread through, showing all of the cards are mixed.

As you do this, you need to control a **King or Jack** to second from the top.

The easiest way to do this is to simply spread the cards and when you see a King or Jack, cut it, and the card above it, to the top of the deck. The King is now second from the top.

So let's say that the top three cards of the deck are the Nine of Hearts, King of Spades and Three of Clubs.

Run through the deck with the faces toward you and remove the mates of all three of those cards, the King of Clubs, Nine of Diamonds and the Three of Spades.

Place the cards in a face down pile on the table.

Now you are going to demonstrate what you want the spectator to do. Execute a false shuffle of the deck, retaining the three-card stack on top. Deal the top four or five cards into a face down pile onto the table. Then push off a few cards without reversing their order and drop them on top of all.

As you do this, say, "You can deal one at a time or deal in clumps. It doesn't matter."

Hand the deck to the spectator, asking her to shuffle. She then deals some more cards on top of the pile you already dealt.

Once she is happy, have her place the rest of the deck aside and pick up the dealt packet. Instruct her to deal the packet into two piles.

It doesn't matter if she starts dealing to the right or left, all you have to do is note onto which packet she deals the last card. The **other** packet has the King on top.

Once she has done this, note the orientation of the packets. If the packets were dealt close together, adjust them so there is at least five inches between them.

So let's say she dealt the last card onto the packet to her right. On top of this packet is the Nine, followed by the Three.

The packet to her left has the King on top.

Ask her to point to either packet. If she points to the King packet, ask her to turn the top card over, the King, and place it face up on top of the packet.

If she points to the other packet, say, "Okay, that's the packet we'll use."

Turn over the top card of the **other** packet, revealing the King and leave it face up on top.

Say, "The King of Spades. Okay, pick up the other packet and spell King, dealing one card for each letter into a pile on the table."

One the spectator has done this, have her place the packet down and to pick up the four-card packet she just dealt.

Say, "Now, to randomize this a bit further, you are going to perform what is known in the gambling world as a Deal and Duck."

Tell her to deal one card on the table, the next under the packet, the next onto the table, the next under the packet and then one more onto the table. She is now holding one card.

Ask her to turn the card over to reveal the Nine.

Have her place the Nine face up on top of the other large packet on the table, the one without the King on top.

The three-card packet should be between the other two. The arrangement on the table looks like this:

FACE UP KING		**FACE UP NINE**
FACE DOWN PACKET	**THREE CARDS**	**FACE DOWN PACKET**

Say, “I think you’ll have to agree that after all of the shuffling and dealing you did, the cards are in a pretty random order. But remember, before we started, I placed a few cards aside…”

Turn over the top card, revealing the King of Clubs. Place it above the King packet.

Turn over the next card to reveal the Nine of Diamonds. Place it above the Nine packet.

Say, “Now there’s one more card…”

Turn over the final card revealing the Three of Spades.

Pick up the three-card packet, slide out the bottom card and flip it face up on top. This will be an indifferent card.

Look, surprised. Then perform a Through The Fist Flourish to reverse the packet, revealing the Three of Clubs for a stunning finale.

BIDDLE-ISH

A while back, John Guastaferro shared with me a really cool variation of the Biddle Trick that was extremely efficient. Taking a cue from that, I came up with this clean looking “thought-of card across” effect that is basically the Biddle Trick using two packets of cards. It’s pretty efficient itself and a real fooler for laymen.

Effect:

Fromm a shuffled deck, the deck is split into two packets. The spectator looks at four cards and is asked to remember the highest one.

This done, the four cards are buried face down into a face up packet. The spectator holds this packet between her palms.

A click of the fingers and the spectator spreads her packet. Now there are only three reversed cards in the middle. The cards are revealed and the thought of selection is the missing card!

The other packet is spread and in the middle is one reversed card… the spectator’s thought of card!

See the effect here:
https://www.youtube.com/watch?v=dJqgKTaEwmk

Performance:

Ask the spectator to shuffle the deck.

Take the deck back and spread through the face up cards displaying their mixed state.

Note the top four cards. Whatever the highest card is, you need to manipulate it to second from the top.

There are several ways to do this. If the highest valued card is on top of the deck, simply cull a lower valued card on top of it.

If the highest valued card is third from the top, square up the cards, turn the deck face down and double undercut the top card to the bottom.

I'm sure you get the idea…

In this example, let's say the highest card of the top four is the 10 of Hearts and it has been positioned second from the top.

Holding the deck face down, riffle down the side of the deck, asking the spectator to say stop whenever she wishes.

Wherever the spectator says stop, kick cut the top half into your left hand. Immediately flip the bottom portion face-up in your right hand.

Ask the spectator to hold out her hand. Place the face-up packet onto the spectator's outstretched palm.

Without reversing their order, remove the top four cards of the packet in your hand and hold them in a fan in your right hand, backs toward you, faces toward the spectators.

Hold the fan up and ask the spectator to remember the highest valued card. It will, of course, be the 10 of Hearts.

As the spectator is looking at the four cards, flip the packet in your left hand face up and secure a pinky break under the card at the face. While you don't want to draw attention to turning the talon over, it's not a secret move. So don't try to hide it.

Once the spectator says she has a card in mind, bring your left hand up and lower your right hand until they are level with each other.

Take the bottom two cards into your left hand (which is still holding the face up packet, maintaining that break under the card at the face).

Squiggle the two cards in your right hand and the two cards in your left hand as you say, “You are thinking of one of these four cards. And, of course, I have no idea which one.”

Now, at this point, the thought of card, the 10 of Hearts, is the bottom card of the two in your right hand. With your right thumb, side-jog and down jog the top card so that most of the left side and bottom left corner of the lower card is covered.

Move the right hand cards to the left. The top card slides on top of the two face-down cards in your left hand.

As this happens, the bottom card slides into the break, under the face-up card of the packet. The down-jogged and side-jogged top card hides this.

Square up the cards. Immediately lift up the three face-down cards and place them on top of the spectator’s face up packet. A face up card shows on the face of your packet so all looks right.

Tell the spectator to cut her packet. Demonstrate by giving your packet a complete cut, thus centralizing the reversed selection in your talon.

Once the spectator has cut her packet, make a plucking motion over her packet and a tossing motion toward your packet. Ask her to spread her cards.

There are now three reversed cards in her packet. Remove and turn them over one at a time. Ask if any of them are the thought of card. The spectator will, of course, say no.

Spread your packet to reveal one reversed card in the middle. Turn it over to reveal the thought of card.

BUT NOT LEAST

A triple sandwich routine that uses no standard sandwich loads. There's a lot of magic happening here with very little effort. I hope you get as much satisfaction performing this little piece of chicanery as much as I do.

Effect:

Three cards are selected and lost in the deck. The two black Jacks find each card in three different and surprising ways.

See the effect here:
https://www.youtube.com/watch?v=5WkUzUXKYPE&feature=youtu.be

Performance:

Run through the deck and locate the two black Jacks. Toss them, face-up, onto the table to your left.

Have three cards selected and noted.

Take the **third card** back first and control it to the bottom of the deck. Perform a half-pass, reversing it under the deck.

Now, take back the **first card** selected and double undercut it to the bottom of the deck.

Lift up about a third of the deck and have the last card, actually the **second card** selected, and have it placed on top of the remaining portion of the deck. Replace the third of the deck on top of all, holding a pinky break below it.

Draw attention to the two Jacks.

Cut the deck at the break, placing the top third down on the table.

Place one of the Jacks, face up and out-jogged for about half its length, on top of the face down tabled third.

Place the rest of the deck on top of all.

With your right hand in Overhand Grip position, lift off the top card of the deck as you say, "We'll place the other Jack near the top of the deck."

You don't want to call attention to the fact that you are only lifting up one card but it doesn't really matter if anyone notices.

Pick up the second Jack with your left hand and place it, face up, on top of the face down deck, out-jogged for half its length.

Put the card in your right hand on top of all.

So now the situation is this, from the top of the deck down:

Face down selection (2nd card selected)
Face up out-jogged Jack
Two thirds of the deck
Face up selection (3rd card selected)
Face down selection (1st card selected)
Face up out-jogged Jack
Bottom third of the deck

Pick up the deck and flip it over, book-wise.

The deck is now face up and the two out-jogged Jacks are face down.

Slowly square them into the deck.

The beautiful thing is that now all the work is done. Three cards will now appear between the two face-down Jacks (?) one at a time and you barely have to do a thing!

Say, “With just a click of the fingers, the two Jacks move up and down the deck, searching for the first selection.”

Slowly spread the face up deck, displaying two reversed cards in the middle of the deck with the first selection between them. The spectators will assume that the reversed cards are both Jacks.

You can spread beyond the sandwich but don’t spread all the way to the back of the deck, as you don’t want to reveal the reversed Jack or the selection.

Out-jog the three-card sandwich and spin it out with your right hand. Still holding the face up deck with your left hand, transfer the top face down card to the bottom of the packet and place the selection on the table.

The top card of the two-card packet is the third selection and the bottom card is a Jack. Squiggle the two-face down cards together, implying that there is nothing between them.

Place them on top of the face up deck, out-jogged for about half their length. In-jog the top card of the two just slightly.

At this point you can rotate your left hand over and show a Jack is out-jogged on the face of the pack.

Hold the deck in Hindu Shuffle position in your left hand: The hand is palm up under the deck, the left thumb on the left long side, fingers on the right long side.

The right hand thumb and second finger grip the deck on the lower inner corners, pull out the bottom half the deck and place it on top of all, centralizing the out-jogged cards.

Say, “Now this time something different will happen. This time the Jacks will stay where they are but the second card will come to them.”

Slowly square the two face-down cards into the deck. Snap your fingers and spread the cards.

When you come to the first face down card, spread it over, the second selection is now visible. Push it over revealing the face down card under it. **Do not spread this card, otherwise you will reveal a second face down card under it.**

Instead, block push-off a small bunch of cards and then spread the rest of the deck.

Split the deck at the face up second selection, taking it under the right hand portion and place it on the table, next to the first selection. Or place it on the spectator's hand.

At this point, it looks as if there is one face down card under the right hand spread (there is) and one face down card on top of the left hand spread (there are actually two face down cards on top of the left hand spread).

Now place the right hand portion on top of the left hand portion and square up the deck.

Say, "For the final card, we'll do something a little different."

Turn to the spectator who chose the 3rd card and ask him to hold out his hands. Flip the face up deck face down onto his hands.

Say, "Now that one flip was all it took. Go ahead and spread through the cards."

When he does, he will find three face up cards in the middle of the deck: the two face up Jacks with the face up third selection between them.

THE EIGHT OF DIAMONDS TRICK
Paul Gordon

This is Paul Gordon's trick through and through. It's an excellent impromptu effect that I have used on countless occasions. The reason I'm including it in this collection is because I have streamlined the procedure just a tad. It's a significant enough tweak that I feel it's worthy of publication and, fortunately, Paul felt the same way.

If you like this effect, you should definitely check out Paul's *Gold Dust Trilogy* books, a beautifully produced collection, which contain his handling of this effect plus loads of other terrific card tricks. You can buy the books here: **http://paulgordon.net/golddust.html**

Effect:

After the deck is shuffled, the magician turns his head away and asks the spectator to cut off a small packet of cards, count the cards and remember that number.

After the spectator does this, the magician counts 15 cards off the top of the deck and asks the spectator to remember the card that falls on her secret number. Let's say the secret number is 11 and the card is the Two of Clubs.

This done, the deck is reassembled and the spectator cuts it into two piles. The magician waves his hand over each pile and finally determines that the card is in the pile to his right.

He picks up the pile and says he will spell the name of the merely thought of card. The magician spells "The Eight of Diamonds", dealing one card for each letter.

"Am I right? Was it the Eight of Diamonds?"

The spectator responds in the negative.

"Good. Because I dealt down to the…" He snaps over the last card dealt, revealing the Two of Clubs.

See the effect here:
https://www.youtube.com/watch?v=WEWYnYQzxJ4

Performance:

Have the deck shuffled. Take it back and place it face down on the table.

Say, "I'm going to turn my head and when I do, I want you to cut off a small packet of cards but no more than fifteen. You'll understand why in a moment. Once you've cut the cards, silently count them and remember the number, then hide the cards so I can't see how many you're holding.

"If you've accidentally cut off more than fifteen cards, just replace them and cut off a smaller packet."

Let's say the spectator cut off eleven cards.

This done, turn back around and say, "Now, I'm going to show you fifteen cards one at a time. Remember the card that falls on your number. Don't say anything when you see your card as I don't want to know what number or card you are thinking of."

Lift up the top card of the deck and show it to her, saying, "One." Place it face down on the table. Lift up the next card and show the face to the spectator, saying, "Two." Place this card face down on top of the first one.

Keep doing this until you have gone through fifteen cards.

Pick up the fifteen-card packet and place it on top of the deck. Secure a break under the bottom two cards of the deck and double undercut them to the top.

Ask the spectator to bring out the hidden packet and to drop it on top of the deck.

Now, you don't know the number or the card the spectator is thinking of and you. But thanks to the wonders of mathematics, no matter which number the spectator had in mind, the selected card is now eighteenth from the top of the deck. Isn't magic cool?!

Give the deck a false cut.

Place the deck on the table. Ask the spectator to cut it into two piles. Note whether she cuts the top of the deck to the right or left of the lower portion.

Wave your hand over the two packets as if trying to divine something.

Pick up the half that was originally the top half and say that you are so confident which card the spectator selected that you are going to spell it.

Spell "The Eight of Diamonds", dealing one card for each letter onto the table (it spells with eighteen letters).

Ask if you were correct. The spectator will say no.

Ask what the name of the card was. She says, "The Two of Clubs."

Pick up the last card dealt and snap it over, revealing the selection.

EAT FRESH

The following is a sandwich effect inspired by The Buck Twins' excellent "Subway" trick. The trick looks great in their hands but terrible in mine. So I decided to come up with a variation to suit my meager abilities.

Effect:

The two black Jacks are removed from the deck. A card is selected and placed between the Jacks. The Jack sandwich is placed, out-jogged, into the middle of the deck. The spectator is asked to remember this image.

The selection is then removed and placed, out-jogged, near the bottom of the deck.

The deck is split so that the selection is out-jogged in one half and Jacks are out-jogged in the other half.

The out-jogged cards are pushed flush and one card appears in-jogged at the back of the Jacks packet.

The packet is spread and there is now one card sandwiched between the Jacks. It is the selection!

See the effect here:
https://www.youtube.com/watch?v=dOH6cW0n1bQ

Performance:

Run through the deck and remove the two black Jacks, leaving them face up on the table.

Have a card selected. In this case let's say it's the Eight of Hearts.

Pick up the Jacks and slip the face-up Eight between the two face-up Jacks.

As you display this sandwich in your right hand, your left pinky secures a break under the top card of the deck.

Square the three-card sandwich on top of the deck, adding the card above the break under the packet.

You will now switch out the Eight of Hearts that is between the two Jacks with the indifferent card using my variation of the Kosky Switch.

With your left thumb, peel the top Jack onto the deck, but out-jogged for about half it's length.

Now show the Eight and start to peel it flush onto the deck. When it's about halfway there, use the left long edge of the packet to flip it face down.

Place the last Jack, and the card under it, on top of the face-down Eight but in jogged for about half their length.

Now perform the classic Kosky Switch move. Grip the in-jogged Jack and the card under it at the back short end, fingers on top, thumb below, and push both of them forward till they are almost flush with the out jogged Jack.

So the spectator sees a face down card between the two Jacks. Of course, they assume this is the Eight. But it's actually an indifferent card.

The Eight is also between the Jacks but it is still flush with the deck.

Holding the deck in position for a Hindu Shuffle, the right hand undercuts about a quarter of the deck and places it on top of the out-jogged sandwich.

Say, "I want you to remember this image: your face down card between the two black Jacks."

Now, slide out the face down card, which the spectators think is the Eight, from between the Jacks. Slip it into the bottom half of the deck, leaving it out-jogged for about half its length.

Spread the cards, being careful not to spread the Jacks so as not to reveal the face down card between them and split the deck in half.

Take the upper half in the right hand and the lower half in the left. Square up the packets.

Allow the tips of each index finger to rest in the center of the short end of the out-jogged cards.

Slowly push them flush into the packets at the same time. Because of the Plunger Principle, the Eight that is between the Jacks will emerge, in-jogged, from the back of the packet.

Hand the spectator the left hand packet. Ask her to run through it and find her card. She won't find it.

Rotate your packet end for end so that the in-jogged card is now pointing up.

Spread the packet with the backs of the cards toward the spectators. When you get to the sandwich, out-jogged all three cards and remove them from the packet.

Remove the selection and then snap it over to reveal the face to the spectators.

BRITLANDIA

One of my favorite magical creators is David Britland. His effects tend to be ridiculously clever, streamlined and commercial. If you haven't yet done so, treat yourself to some of his old booklets. You can find them in PDF format at **www.lybrary.com**.

This particular offering is based on David's take on Marlo's Elevator plot called "High Rise". It was originally published in Mr. Britland's awesome booklet "Deckade."

Effect:

The Ace, Two and Three of Spades are removed from the deck and placed in a face down row on the table.

The magician drops the deck on top of the Ace. It instantly rises to the top of the deck.

He places the Two on top. It immediately sinks to the bottom.

The Three is cut into the deck. Quicker than a shot, it appears between the Ace and Two.

See the effect here:
https://www.youtube.com/watch?v=iKyT1CWvesE

Performance:

Run through the deck and remove the Ace, Two and Three of Spades.

Arrange them on the front of the deck in numerical order, Ace at the face. Spread the cards at the face. As you square up, secure a pinky break under the fourth indifferent card from the face.

Lift up this four-card packet in right hand Biddle Grip. Use the left long edge of the packet to flip the deck face down.

Place the face up packet on top of the face down deck, maintaining a break under the packet.

Spread over the top two cards, holding the bottom two as one, to display the Ace, Two and Three of Spades.

Flip the four-card packet over and deal the cards into a face down row on the table, moving from right to left. As you deal, say, "The Three, Two and Ace go into a row on the table."

From your point of view, from left to right, the situation on the table is **Two of Spades, Three of Spades, indifferent card**.

The Ace of Spades is still on top of the deck.

Say, "Now watch, I'll drop the deck on top of the Ace…"

Drop the deck on top of the card on the left (the Two of Spades). Click your fingers and turn over the top card of the deck, revealing the Ace.

"It rises to the top!"

Turn the Ace face down, securing a pinky break under it.

"But if I put the two on top of the deck, all it takes is a click and it sinks to the bottom."

As you say the above, pick up the next card in the row, the Three of Spades, and drop it on top of the deck. Click your fingers and then perform a Double Turnover revealing the Ace is still on top.

Leaving the Ace face-up, pick up the deck in right hand Biddle Grip and revolve your hand over to reveal the Two on the bottom of the deck.

Say, “Now that we know the Ace and Two can travel, let’s try something different with the Three. Please cut the deck anywhere you like.”

Once the spectator has cut the deck, pick up the last face down card, supposedly the Three of Spades but really an indifferent card, and put it on top of the lower talon. Have the spectator replace the upper portion on top.

With the deck reassembled the Ace is still face up on top with the Three under it. The Two is on the bottom.

Turn the deck face up so the Two is visible.

Slide out the Ace and turn it face up. Replace it under the deck, side-jogged for half its length to the left.

You are now in position to perform Reinhard Mueller’s “Three Card Catch”.

Say, “The Ace and Two of Spades will now run through the deck at lightening speed and capture the Three!”

With your left thumb on the face of the two, your left index finger on the back of the side-jogged Ace and your left second finger on the face of the Three that’s under the Ace, toss the deck into your right hand.

The friction of your fingers will hold back the three cards, revealing a face down card between the Ace and Two.

Remove the face down card and snap it over to reveal the Three of Spades.

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